



Skywind Application

TESRenewal Username: kettlewitch

Country of Residence: Ireland

Timezone: UTC (00)

Interested in: 3D

Modelling, Animation, Coding/Scripting/Mechanics, Concept Art

Level of Commitment: Highly active

Skills and Experience: Systems engineer for 25+ years. Self taught 3d artist and modder for over 3 years.

Blender-advanced

3ds Max-intermediate to advanced

Mudbox-intermediate to advanced

zbrush -beginner to intermediate

Photoshop-advanced

Quixel Suite-advanced

Xnormal-advanced

CK-intermediate

Marmoset-intermediate to advanced

Papyrus-intermediate (not so hot on quest implementation but learning).

Nifskope/nif manipulation-advanced

NiController animations-advanced (I hand keyframe animated statics)

Skinning/rigging-beginner to intermediate. (no problem with assets with only a few bones but would need some help to handle a full skel.)

Nifutils-advanced (I tend to make my own collisions with “decimation master” in zbrush. I know it's not really designed for that but I've had a lot luck with it, especially when speed is a factor. Hand made collisions is no problem)

Mass editing niftools (ManyGT)-advanced

I accidentally ended up specialising in porting over oblivion/morrowind assets and tilesets, reworking them from the ground up with whatever new geometry, UV and texture work is required to get them to Skyrim level and above. I also specialise in weaponry/armour (but understand clearly thats not a priority) and clutter and try my hand at creature creation, special effects and pretty much anything that interests me.

All assets I make will be supplied game ready (well other then fully skinned/rigged creatures as mentioned above!) highly optimised and in what ever directory structure you need.

I have no traditional art skills (I can't draw) but I like to make concept art with stylised renders of base assets. I also enjoy making one shot project/quest teasers (panel comics) and do a bit of video production (I have a full editing suite and xsplit gamecaster)

I suppose I'm a bit of a rarity in that I love working with other peoples work and honoured they tend to trust me with it but I don't have a portfolio as such so have linked some work as well as added links to my WIP albums

over at dark creations in the required slots. I know some of this is going to look very high polly/high rez (and terribly WIP!), I can only give my word I'm not naive as to the Skyrim engines limitations, pollycount and texture sizes. That said, I will push them to the limit when I can and get away with it mostly.

<http://www.darkcreations.org/forums/topic/8334-show-us-what-youre-working-on/?page=82#comment-282203>

<http://www.darkcreations.org/forums/topic/8334-show-us-what-youre-working-on/?page=82#comment-282230>

<http://www.darkcreations.org/forums/topic/8334-show-us-what-youre-working-on/?page=82#comment-282280>

but I do plenty of my own work too;

<http://www.darkcreations.org/forums/topic/8334-show-us-what-youre-working-on/?page=79#comment-281374>

<http://www.darkcreations.org/forums/topic/8334-show-us-what-youre-working-on/?page=74#comment-280368>

<http://www.darkcreations.org/forums/topic/8334-show-us-what-youre-working-on/?page=71#comment-278990>

<http://www.darkcreations.org/forums/topic/8334-show-us-what-youre-working-on/?page=66#comment-277161>

<http://www.darkcreations.org/forums/topic/8334-show-us-what-youre-working-on/?page=57#comment-274927>

<http://www.darkcreations.org/forums/topic/8334-show-us-what-youre-working-on/?page=57#comment-274931>

<http://www.darkcreations.org/forums/topic/8334-show-us-what-youre-working-on/?page=54#comment-274469>

<http://www.darkcreations.org/forums/topic/8334-show-us-what-youre-working-on/?page=52#comment-274143>

<http://www.darkcreations.org/forums/topic/8334-show-us-what-youre-working-on/?page=70#comment-278084>

<http://www.darkcreations.org/forums/topic/8334-show-us-what-youre-working-on/?page=49#comment-273202>

<http://www.darkcreations.org/forums/topic/8063-argonian-aesthetic/?page=16#comment-266071>

<http://www.darkcreations.org/forums/topic/9586-hammerfell-vases-and-pottery/#comment-264057>

<http://www.darkcreations.org/forums/topic/6086-3d-art-crypt-and-undercroft-kit/#comment-219158>

<http://www.darkcreations.org/forums/topic/1994-the-cliff-bug-house-turned-new-idea-for-blacklight/?page=4#comment-268741>

Videos, downloads and other stuff;

<https://www.youtube.com/watch?v=vNUuslWWYIA>

(I was working with a Thras project so it's a bit bonkers I know but technically it's a sound spell/special effect)

I made the animated Beyond Skyrim logo, you can try it out for technical evidence here;

<http://www.mediafire.com/download/a7k9t4yebjfs370/AnimatedBSMenuReplacer0.91T.7z>

just load it up in the mod manager of your choice and it replaces the main menu.

Here's a video of a different version it in action if you don't have the time, forgive the dodgy background/font work, I was just playing with replacing the rest of the main menu as well as adding an animated static.;

http://www.mediafire.com/download/0fdlqg5r8a404gn/new_logo_8.mp4

heres a link to my Nexu stuff;

<http://www.nexusmods.com/skyrim/users/6140922/?tb=mods&pUp=1>

I started as an scripter an implementer, my first mod cracked the skyrim engine to allow on the fly POV change, is used in many other mods and remains the only way to achieve this afaik.

<http://www.nexusmods.com/skyrim/mods/30473/?>

Then I couldn't find anyone willing to make the assets I needed for other mods, got lucky when Cabal120 and Frank Family on Nexus took me under their wing and taught me how to texture and now making assets is 90% what I do. Texture work is probably my strongest skill, I was a beta tester on early versions of the Quixel suite so I know it almost backwards.

I think you guys are after tilesets and environment work mostly and there not very well represented in what I've linked but I can hook you up with more examples if it helps.

Anyway, hope this all ok as evidence!

Proof of Skill(s):

<http://www.darkcreations.org/gallery/album/415-eastern-highrock-farmhouse-set-and-such/>

Proof of Skill(s):

<http://www.darkcreations.org/gallery/album/462-more-kettlewitch-rubbis>

h/

Proof of Skill(s):

<http://www.darkcreations.org/gallery/album/425-hr-tapestry-and-other-stuff/>